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SERIOUS SAM™



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SERIOUS SAM

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these photosensitive epileptic seizures while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may burn in to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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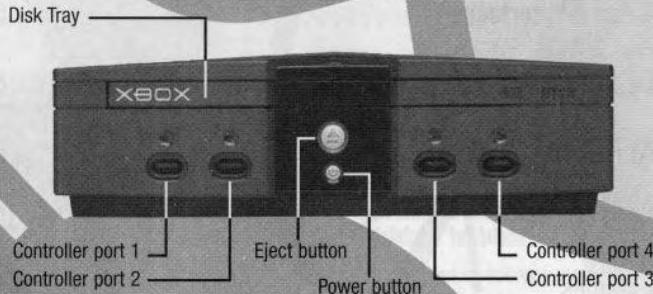
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Using the Xbox Video Game System

1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the Serious Sam disc on the disc tray with the label facing up and close the disc tray.



5. Follow the on-screen instructions and refer to this manual for more information about playing Serious Sam.

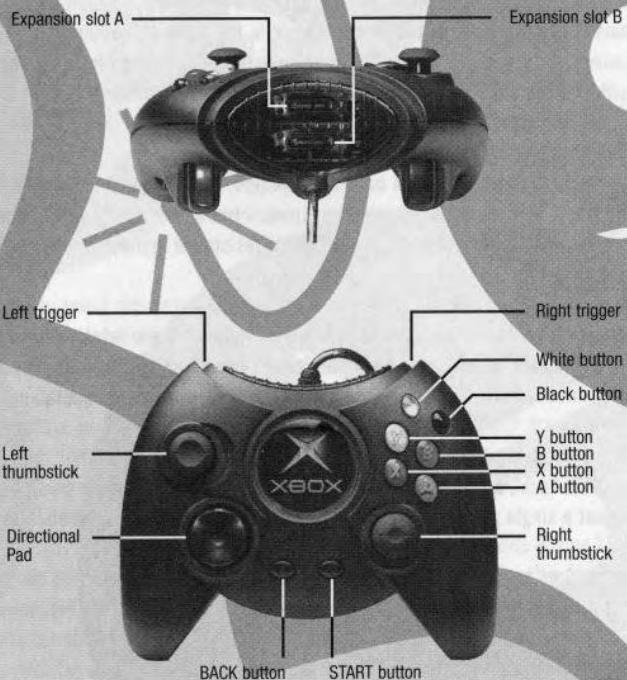
Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

Using the Xbox Controller

1. Insert the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, insert additional controllers into available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play Serious Sam.



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INTRODUCTION

At the dawn of the 21st Century, mankind makes a startling discovery. Beneath the sands of the earliest known human civilisation, traces of another, even more ancient - but technologically advanced - civilisation are uncovered. The profound scientific implications of this discovery leads humankind to the far reaches of the universe. Everything seems perfect - too perfect to last.

In the year 2104, human civilisation is attacked by countless deadly monsters, spawned from another dimension. In the battles that follow, humankind fights valiantly, but nothing can stop the monsters from coming. Earth's forces are steadily defeated, planet by planet, from Alpha Centuri back to their own solar system.

Due to his extreme bravery in battling monsters, Sam 'Serious' Stone becomes a legend. Wounded countless times - but never defeated - Serious Sam becomes a living symbol of the Earth's resistance against the advancing evil.

But, no matter how bravely the human armies fight, they are defeated time and time again. Attempts to defend the solar system fail and the Earth is now under direct attack. Humankind stares into the face of its own annihilation.

World leaders must now turn to their last chance - an ancient artefact called the 'Time-Lock', a relic from a long-forgotten race, infused with the power to teleport a single person back in time. The choice of whom to send is obvious...

Serious Sam becomes the final hope for humankind. He must return to the past and change it to save his race from extinction by an evil force determined to purge the galaxy of all intelligent life.

MENU AND INTERFACE



Single Player

This selection puts you in the role of Serious Sam for a one-player game. You will play through the single player campaign against countless fiends that will test your combat skills to their limits.

When you select this option for the first time, you are asked to enter your name. All further information about your control settings, score and levels you have played will be stored under that player name.

Every time you choose the single player option, you must select a previously created player or create a new player.

Multiplayer

Multiplayer allows you to play the game together with your friends on one Xbox and one TV via split screen, or you can connect up to 4 Xbox consoles and play via system-link.

Multiplayer allows you to join forces with your friends in co-operative play, or you can challenge your enemies to a deathmatch game!

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Player settings

Here you must select your player name and then you can adjust all player options: name, controls, game options and multiplayer character. Last, but not least, here you can find your total score as well as the best score for each played level.

Options

This selection enables you to adjust music and effects volume, brightness and violence options.

Start a new Single Player campaign

1. Select the **Single Player** option in the main menu.
2. Insert your player name. When you start a Single Player game for the first time you just need to enter your name and then select **Done**. If a player already exists, you can press the **Y** button to create a new player and then enter another name.
3. Select a difficulty level, and the action will begin.

Difficulty tips:

- | | |
|----------------|---|
| Easy | For those new to first-person shooters (FPS). |
| Normal | For seasoned FPS players. |
| Hard | For fearless Serious Sam players. |
| Serious | Are you serious? |

Continue playing existing campaign

1. Select Single Player option in the main menu.
2. Select your player name and the game will start from your last save spot.

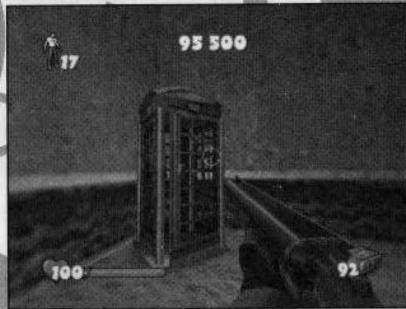
Start custom level

When you finish the Single Player campaign, all the levels you've played become unlocked. You can start and play any of them whenever you want.

1. Select **Single Player** option in the main menu.
2. Select your player name.
3. Select the level that you want to play (move the selection left-right with D-pad and press the **A** button to select desired level).
4. Set difficulty and start enjoying yourself.

Save Game

During the Single Player game, you cannot save your position whenever you want. Telephone Booths are the only in-game places where you can create saves. Press the **use** button while you are near a Telephone Booth and your game will be saved



So, if you exit the game during gameplay, your game will be saved on the Xbox hard disk with your position as it was on the last used Telephone Booth. You cannot save multiplayer games.

Pause Game

By pressing the **Start** button while playing, you enter the Pause menu. Here you can restart your session, adjust player settings and options, exit an existing session or just continue playing.

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CONTROLS

Note: Description of controls in the manual is based on 'standard' control method. You can refer to the ingame controller menu for adjustments.

The controls can be adjusted within the **Player settings** menu.

You can choose between the predefined thumbstick and button settings within the **Controller** menu.

For further adjustments (auto-centring, auto-aiming, invert look, sensitivity), look under **Advanced options**.

Default thumbstick and button functions are shown on the following diagrams:



NETRICSA



NETRICSA (NEuroTRonically Implanted Combat Situation Analyser) is a small computer implanted inside Sam's skull. Sam's NETRICSA is the best available of the wide range of such devices, common among modern head-to-head fighters. It is a neurotronical computer connected to the perceptual cortex in his brain. The computer has access to his audio-visual experiences and can provide him with feedback. It is used to provide fast and simple access to all the necessary data and analysis required by a skilled fighter. It also ensures they can keep up to date with the situation and know what to do next. It translates texts, offers simple heads-up-display directly to the visual cortex, tracks targets and gives other kinds of help in fights and general tactics.

In the game, NETRICSA appears on your screen in two different ways: as a Heads-Up Display and as a full screen computer interface.

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The Heads-Up Display is active normally while you explore an area or fight. In the lower left corner, it shows your current ARMOUR and HEALTH state.

Opposite that, in the right corner is an AMMO icon, which shows the current state of your ammunition. The icon in the upper left corner shows you how many LIVES you have left.

Up in the middle is a SCORE, showing the sum of reward money you have collected by eliminating your enemies and by completing other tasks. When NETRICSA has a new message for you, you will hear a notification sound and a MESSAGE ENVELOPE (upper right corner) with the number of pending messages will appear below the account display. You can press the WHITE button to invoke NETRICSA into full screen so you can read the message.

A CROSSHAIR shows exactly where your weapon will hit, and it changes colours according to the state of your target. While you have no live target, it is WHITE. When you aim at a new enemy, it will become GREEN, and as you damage the enemy, the colour will turn RED. It also uses Auto-aiming, so if the crosshair is lit you will surely hit the target.

If you target an item that can be used or operated (e.g. a switch), a USE indicator will appear on screen. Press the use button to operate the item. If you target an item that can be analysed, an ANALYSE indicator will appear. Press the use button to analyse the item. After analysing it, a new message will appear with the results of NETRICSA's research.

To read any of NETRICSA's messages, you can invoke NETRICSA into full screen at any time by pressing the **WHITE** button.



In full screen mode, NETRICSA shows two windows: messages and statistics.

The **BLACK** button toggles between the **Statistics** and **Messages** windows.

The **Messages** window displays information about enemies, weapons and also some tactical data. Navigate through messages using the **Left thumbstick**.

In the **Statistics** window you can see your statistics through the level so far, including enemies destroyed, secrets and treasures found, and how much time has elapsed.

You can exit the full screen NETRICSA by pressing the **B** button.

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GAME WORLD

ENEMIES



MARSH-HOPPER FROM RIGIL KENTAURUS

Size: 3 ft

Weapons: Toxic Slime Splash

Score: 50

Threat: Very Low



BEHEADED ROCKETEER

Size: 6 ft

Weapons: Magic-Missile Launcher

Score: 100

Threat: Very Low



BEHEADED FIRECRACKER

Size: 6 ft

Weapons: Triple Magic-Missile Launcher

Score: 100

Threat: Very Low



BEHEADED BOMBER

Size: 6 ft

Weapons: Hand Grenades

Score: 200

Threat: Low



MALE GNAAR

Size: 4 ft

Weapons: Bites, Punches

Score: 200

Threat: Low



ZORG MERCENARY FROM BEELMEZ IV

Size: 6.5 ft

Weapons: Burst Laser

Score: 300

Threat: Low



ZORG COMMANDER FROM BEELMEZ IV

Size: 7 ft

Weapons: Sweep Burst Laser

Score: 400

Threat: Low



FEMALE GNAAR

Size: 5 ft

Weapons: Bites, Punches

Score: 500

Threat: Low



REEBAN ELECTRO-FISH

Size: 11 ft in length

Weapons: Electric Discharges

Score: 1000

Threat: Medium



BEHEADED KAMIKAZE

Size: 6 ft

Weapons: Hand Grenades

Score: 1000

Threat: Medium



SCYTHIAN WITCH-HARPY

Size: 5 ft Standing

Weapons: Magic Projectiles, Claws

Score: 1000

Threat: Medium

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KLEER SKELETON

Size: 9 ft

Weapons: Two-Ball Projectiles, Claws

Score: 1000

Threat: Medium



BIO-MECHANOID, MINOR

Size: 15 ft standing

Weapons: Pulse Lasers

Score: 1500

Threat: Medium



CUCURBITO THE PUMPKIN

Size: 7.5 ft standing

Weapons: Chainsaw

Score: 1500

Threat: Medium



ZUMB'UL FROM PLANET RAS-AD-NYK

Size: 10 ft

Weapons: Twin Hand Plasma Launchers

Score: 2000

Threat: Medium



JUVENILE ARACHNOID

Size: 10 ft

Weapons: Chain-Gun, Tail Sting

Score: 2000

Threat: Medium



SIRIAN WEREBULL

Size: 9 ft

Weapons: Horns

Score: 2500

Threat: Medium



CANNON

Size: 12 ft

Weapons: Cannonballs

Score: 2500

Threat: Medium



ADULT ARACHNOID

Size: 20-25 ft

Weapons: Chain-Gun, Tail Sting

Score: 3000

Threat: Medium



ALUDRAN REPTILOID, COMMON

Size: 15 ft

Weapons: Magic Homing Missiles

Score: 4000

Threat: Medium



FIENDIAN REPTILOID DEMON

Size: 20 ft Standing

Weapons: Lavaball Projectile, Claws

Score: 5000

Threat: Medium



BIO-MECHANOID, MAJOR

Size: 30 ft Standing

Weapons: Rocket Launchers

Score: 7500

Threat: High



LAVA GOLEM

Size: 10 to 100 ft

Weapons: Fireballs

Score: 500-250,000

Threat: Low to Extreme

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ALUDRAN REPTILOID, HIGHLANDER

Size: 45 ft

Weapons: Magic Homing Missiles

Score: 25,000

Threat: High

WEAPONS



Military Knife

Ammo: N/A

Rate of Fire: N/A



Bonecracker' P-LAH Chainsaw

Ammo: Fuel from a self-contained micro fusion fuel synthesiser

Rate of Fire: N/A



Schofield .45 w/ TMAR

Ammo: .45 Colt

Rate of Fire: Single Action; Manual Reloading



12 Gauge Pump Action Shotgun

Ammo: 12 Gauge Shells

Rate of Fire: One Shell; Pump Reloading



Double Barrel Coach Gun

Ammo: 12 Gauge Shells

Rate of Fire: Two shells; Manual Reloading



XM214-A Minigun

Ammo: 5.56 mm Bullets

Rate of Fire: 1200 Rounds Per Minute



M1-A2 Thompson Submachine Gun

Ammo: 5.56mm bullets

Rate of Fire: 600 Rounds Per Minute



XPM21 Rocket Launcher

Ammo: 150 mm Inferno Missile

Rate of Fire: 85 Missiles Per Minute



MKIII Grenade Launcher

Ammo: 40mm High Explosive Rounds

Rate of Fire: Variable



RAPTOR 16mm Sniper

Ammo: 16mm AP Sniper Bullets

Rate of Fire: Manual



XOP Flamethrower

Ammo: HV Napalm

Rate of Fire: Continuous



XL2 Lasergun

Ammo: X7 Power Cells

Rate of Fire: 600 Rounds Per Minute



SBC Cannon

Ammo: HP Uranium-filled Cannonballs

Rate of Fire: Variable



Serious Bomb

Ammo: N/A

Rate of Fire: 1

ITEMS

ARMOUR



Shards

Shards add 1 point to your armour.



Helmet

Helmets add 5 point to your armour.



Exoskeleton

Exoskeletons add 25 points to your armour.



Vest

These green, bullet-proof vests increase armour by 50 points.



Heavy Plating

Heavy Plating adds 100 points to your armour.



Heavy Armour Suit

Heavy Armour Suit adds an instant 200 points to your armour.

HEALTH



Pill

These yellow pills add 1 point of Health.



Small Health

These potions increase Health by 10 points.



Medium Health

These green bottles increase Health by 25 points.



Large Health

These white Medikit boxes increase Health by 50 points.



Super Health

These red hearts add an instant 200 points to your Health.

AMMO



12 Gauge Shells

These are standard issue 12 Gauge shells.
They can be used both for Single and Double Shotguns.



5.56 mm Bullets

5.56 mm Bullets are known for their precision and high velocity. This is accomplished with their lightweight and precise bearing on the casings.



150 mm Inferno Missile

Used with XPM21 Rocket Launcher, Inferno missiles are very fast and HIGHLY explosive projectiles.



40mm High Explosive Rounds

40mm grenades are very efficient pieces of ammunition. They are equipped with small thermal sensors that pick up life signs around them. This gives them the ability to bounce off the walls and any other inanimate objects. Only the MKIII Grenade Launcher can be armed with this ammo.



16mm AP Sniper Bullets

Built on the same technology as the smaller 5.56 mm bullets, AP Sniper Bullets keep the same performance, precision and high velocity, but bring more hit power.



HV Napalm

Napalm is highly volatile fuel used for powering all kinds of flame throwing units, like the XOP Flamethrower, for example.



X7 Power Cells

X7 was an experimental power source that was to be used for industrial purposes. When Mental's forces attacked the Earth, scientists altered its molecular base to suit the technology behind the XL2 Lasergun.



HP Uranium-filled Cannonballs

These round lead casings contain very poisonous Uranium fillings. Lead protects the operator while the cannonball is in the weapon, but when fired, the uranium heats up, transforming into a gas form that can be released through pores in the casing.



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POWER-UPS



Backpack

Backpacks are scattered across levels and are a great way to feed your weapons with different ammo types.



SeriousPack

SeriousPacks, are also found scattered across levels, they charge your weapon to its maximum.



Invulnerability

Invulnerability shields are scattered across levels and are a great way to deal with large amounts of enemies without losing armour/health.



Invisibility

When picked up, an Invisibility shield cloaks the player from enemies' sight for a short time.



Serious Damage

Once picked up your weapons are supercharged for a short period of time.



Serious Speed Boots

Serious Speed Boots have small turbo motors, allowing a player to run at double their normal speed.



Extra Life

An additional power-up that gives you yet another chance to keep fighting Mental's forces. It can be obtained by picking it up on a level or it is given as a reward every 100,000 FC (Federation Credits).



Treasure Items

These items increase the amount of bonus money you get for fighting evildoers. You can also collect enough money to earn extra lives.

Treasure Bags give you 10,000 FC's while bigger

Treasure Chests add a whopping 50,000 FC's.

GENERAL GAMEPLAY TIPS

Try not to stand still. The large majority of enemy projectiles are not instant and they take time to reach you. That gives you precious time to avoid such projectiles if you move. The best practice is side-stepping. Use of side-stepping is also crucial for dodging charging enemies, which come in large numbers in the game.

The best results with aiming can be reached if you firstly make a rough view rotation in the direction of the target and then make precise targeting with a few side-steps. So, learn to side-step as soon as possible, it'll save you from a load of trouble later.

If you are having a problem with controlling your view up and down, which often happens to beginners, you can use the **Centre view** button or even turn **Auto-centring** on.

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Learn enemies' behaviour and find out what weapons are best to eliminate each kind. Use the **X** and **Y** buttons to set shortcuts for your favourite weapons. While holding your favourite weapon in hand, press **Y** or **X** for a few seconds and it will be memorised on that button.

Search for secret places and hidden spots because they often hide useful items that will help you survive. Finding treasures will provide you valuable credits to help you reach credit milestones for bonus lives. Remember, for every 100,000 points, you receive a bonus life!

If you feel that your skills are not matching the challenge, for better or worse, you can change the difficulty you're playing during the campaign. Just enter the in-game menu (press **Start** during gameplay), select the **Restart level** option, and choose a new difficulty.

MULTIPLAYER

MULTIPLAYER OPTIONS

The multiplayer game can be played via split screen and via system-link.

Split Screen:

To play a Co-operative or Deathmatch games, you'll need only one Xbox console. Via split screen you can play a Co-operative game side by side with one of your friends, or a Deathmatch game with up to 4 players on one screen.

System-link:

Here you can play a Co-operative or Deathmatch game on multiple Xbox consoles. When playing a system-link game, you can have up to 8 players on 4 Xbox consoles.

MULTIPLAYER GAME TYPES

Co-operative:

In standard Co-operative mode, players work together, side by side, against enemies. You can play the entire single player game, with your friends, from beginning to end. You can choose to allow players to accidentally (or not) harm each other with friendly fire.

Deathmatch:

This is a standard Deathmatch mode. For every kill, you get one frag; if you kill yourself, you lose one frag. A Deathmatch game can be set on a time limit or frag limit basis. The person with the most frags at the end wins.

HOW TO START MULTIPLAYER GAME

Split Screen:

If playing a Co-operative or Deathmatch game, you'll need only one Xbox console.

Proceed through the following steps:

1. Select **Multiplayer** option in the main menu.
2. Select **Split Screen** option.
3. Select a **Co-operative** or **Deathmatch** option.
4. On the next menu select your profile (left-right on D-pad browses between existing profiles) and press **A** to join, then press **A** again when all players have joined the session.
5. On the following menu select the level you want to play.
6. Finally, select the desired game, the options, and press the **A** button to start the game.

System-link:

First of all, to be able to play on multiple consoles, you'll have to connect them together properly. To connect 2 Xbox consoles, you'll need to connect them with the System-link-cable (for detailed information check the Xbox manual). To connect up to 4 consoles you'll need one Ethernet-hub and Standard-Ethernet-cable (for detailed information check the Xbox manual).

IMPORTANT INFORMATION

When 2 Xboxes are connected via the system-link cable:

- Co-operative play supports 2-4 players (2 per machine max.).
- Deathmatch play supports 2-8 players (4 per machine max.).

When 4 Xboxes are connected via the Ethernet-hub and standard Ethernet cable:

- Co-operative play supports 2-4 players (2 per machine max.).
- Deathmatch play supports 2-8 players (4 per machine max.).

After you've connected the Xbox consoles properly, proceed through the following steps:

1. Select **Multiplayer** from the main menu.
2. Choose the **System Link** option.
3. On the next menu, either join an existing session by pressing **A** or create a new session by pressing **Y**.

Join session:

4. On the next menu select your profile (left-right on D-pad browses between existing profiles) and press **A** to join. If others are also joining from your machine then press **A** again when all players have joined the session.

Create session:

5. After pressing **Y**, select the type of play (Co-operative or Deathmatch).
6. Choose the level you want to play.
7. Set the desired game options and press **A** to start the session.

NOTE: Players on other machines will only be able to join your session once you have loaded the level.

MULTIPLAYER CHARACTERS

Profiles for multiplayer characters are created by selecting the Player Setting from the front menu and pressing **Y** to create a new profile.



Serious Sam

There is very little information about his life and youth. Even the information that does exist is very contradictory. One thing that is known for certain is that he always wore his famous outfit. Red sneakers, blue jeans and a white T-Shirt with the bomb logo appear even in his earliest known pictures. Many have witnessed him doing charities, leading the blind across a street, shopping for older people and repairing broken toys for children. Others report they've seen him stealing apples from the garden, spray painting bomb logos on walls and even freeing animals from the zoo. But, no matter what the truth is, everybody agrees that whatever he did, he did it in style. Seriously.



Fastfinger Freddy

He was born to a wealthy family, went to expensive schools and got a job as a Wall Street broker. Soon, he became tired of urban life, so he gave all his stocks to the poor and moved to a country ranch where he groomed animals and lived as a cowboy. There he met the wife of a famous movie producer and she offered him the role of a handsome sheriff in the "Ways of Our Wives" soap opera. After a few years, he became tired of that woman and his life as a movie star, and he joined Sam in the fight against Mental.

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Groovy Gregory

With brother Denzell, he formed the famous dance duo 'Villi Manilli' back in the 20th century. At the top of their popularity they both vanished when the media discovered that they didn't perform their songs, and that Sam was the main vocal. Denzell and Gregory were the coolest people that Sam ever met, so he allowed them to join him in saving the world. Now they bring fun and coolness into Sam's squadron.



King Kim

Together with Sam back in high school, they formed a rock and roll band called 'Sam and Friends' with Sam as lead vocals and Kim on ukulele. After a few successful tours, the band split. Sam wanted them to move on to modern pop rhythms, but Kim didn't want to play anything that wasn't pure R'n'R. Kim continued as a solo artist, performing as King Elvis in malls across Florida. Years later they met again at the Grammy awards, where Sam received 'The Best New Artist Award', and Kim sang a few Elvis songs at an after-party. When they saw each other, they cried like little babies. Sam realised that he went the wrong way, and Kim comforted him. They again formed a band, now called 'Kim, Sam and Friends', and they successfully performed at weddings, until Sam joined the Space Troops.



Meesterious Mia

She came from a small Texan village, Boobsville: the daughter of a famous entertainer mother and an unsuccessful game designer father. She always strives to be in the centre of things and managed to be the most popular person in high school. At least till she graduated. Then things went in the opposite direction. After a small part in the movie block-buster "Pyramid Raider IV", she got a lead part in the "Ways of Our Wives" soap opera, where she had a small affair with Fastfinger Freddy. The show got cancelled due to Freddie's departure, so she tried to recapture a portion of her long lost fame by taking a part in "Bronx 90210" as Nelly, a leading female character. She failed and that was the end of her AND her acting career. The only thing left for her to do was enlist in the Mental opposition forces, and get some attention from surrounding soldiers.



Pirate Pete

Sam met him in some Philippines pub, where Pete was an unbeatable champion in arm wrestling and drinking rum. Well, unbeatable until Sam walked in. After that event Sam and Pete have been inseparable. And if nothing else, Pete is still a champion in drinking rum and probably no one will ever beat him.

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Santa Sam

People always thought that he was the real Santa until some kid removed his beard. He disappeared from the public eye after this incident. Sam found him on Copacabana beach, selling ice cream and still wearing his Santa outfit. Sam asked him to join his fight against evil forces and Santa accepted. Now he delivers lead gifts to Mentals minions.



Serious Sammy

She is the sister Sam never wanted nor expected. Unusually strong for her petite constitution she managed to do things nearly as good as her brother. But not good enough. Living in Sam's shadow all of her life, Sammy struggled for recognition and credit. After Sam got drafted for entering the Time Lock, Sammy decided to take big things into her small hands. She enlisted in a back up forces squad, giving herself a last chance to finally outdo Sam in combat. "Do NOT call me baby-cakes", is a thing you could usually hear from her.



Stainless Steve

He met Sam during the making of a gladiator movie. A failed actor, he never got chance to play in the "Lizard of the Was" theatre show. Career score: 1001 auditions, 1 act (he participated in the gladiator movie's mass combat scenes, but the camera never actually caught him). They always told him that he's too rusty to act. In desperation, he joined Sam on his mission to save Earth.

SERIOUS SAM

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Special thanks to all other people
who helped making Serious Sam
a better game...

...and a serious thanks to all
SERIOUS SAM forum veterans and
other world-wide fans...

...but most importantly our
families, wives, girlfriends
and friends.

Thanks!

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OUR TECHNICAL SUPPORT CONTACT DETAILS

Post: Take 2 Interactive Technical Support
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Telephone (0870) 1242222 / calls charged at the national rate
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